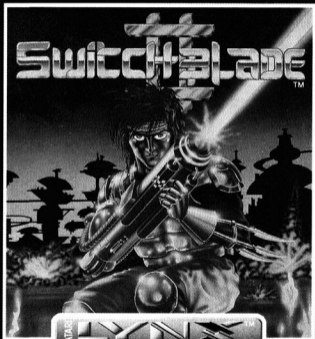


GAME MANUAL
MANUEL DE JEU
SPIELHANDBUCH

MANUALE GIOCO
MANUAL DEL JUEGO
SPEL HANDLEIDING



ATARI



VIDEO GAME CARD • CARTE DE JEU

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LYNX SWITCHBLADE II

The Reign of Havok

Two hundred years ago, the young warrior Hiro defeated the evil Havok. As a reward, Hiro was granted a long, youthful life. There was a reason for this generous gift. Havok survived the battle and vowed one day to return. Now he's back, stronger than ever, and Hiro must come out of retirement and beat him once again.

Getting Started

1. Insert the Lynx Switchblade II game card in the Lynx machine.
2. Press ON. The title screen appears.
3. Press A or B twice to start the game.

When the game begins, Hiro is poised for action at the left side of the game screen. The top and bottom of the screen contain information that is vital for Hiro's success (Screen 1). (See the Gallery of Game Screens at the end of this manual).

The score shows the number of points awarded for defeating enemies. As Hiro defeats the bad guys, he collects the coins they carry (Screen 2). These coins will buy powerful weapons, energy, even extra lives at the shops hidden throughout the empire.

Hiro begins the game with three extra lives. If he loses all his lives, Hiro is defeated and Havok takes over the world.

The gauge at the bottom left of the screen shows Hiro's energy level. The more white on the gauge, the healthier Hiro is. When Hiro gets injured, he loses some energy. When the energy is gone, so is one of Hiro's lives.

The gauge at the bottom right is the ammunition gauge. This gauge shows the amount of ammo remaining in Hiro's current weapon. When the ammo runs out, Hiro must fight only with his famous switchblade until he finds another ammo pouch.

Use the joystick to move Hiro. Press A to jump. If you press the joystick when you press A, you control the direction of the jump. For example, press A while pressing the joystick up and Hiro will jump extra high. Press down on the joystick to kneel or duck. Press B to use a weapon. (You can reverse the functions of buttons A and B by pressing Option 1 while the title screen is on.)

Along the way, Hiro will find a number of items on his quest to defeat Havok. As mentioned earlier, Hiro collects coins from some of his victims. He can also find ammo packs that restore his ammo to full. Special bonus jewels give Hiro bonus points. Keep a sharp eye open for food. Food restores Hiro's energy to full. Without food, Hiro would not recover from his injuries and the world would be doomed to Havok's rule (Screen 3).

Hidden in strategic parts of the empire are special weapons shops. These shops can be recognized by the light from the door (Screen 4).

Inside the shop, move the joystick over an item. A description of the item appears, along with its price (Screen 5). The available items are shown below:

Info (10 credits) provides clues.

Half Energy (15 credits) restores half of Hiro's lost energy.

Full Energy (20 credits) restores all Hiro's energy.

Extra Life (50 credits) adds a life.

Full Ammo (20 credits) restores all ammo.

Shield (30 credits) protects Hiro from being hit.

Dragon (40 credits) gives Hiro the protection of a powerful dragon for a limited time.

Plasma Gun (10 credits) restore Hiro's original weapon.

Beam Laser (30 credits) fires three rays at once.

Spin Blades (30 credits) are a weapon similar to nunchukas.

To purchase the item, press A or B. When you are ready to leave the shop, move the box over the word "Exit," then press A or B.

Strategy

Conserve your ammo. Your switchblade is powerful and works well on many enemies. Save your valuable ammo for those enemies that are best fought from afar.

To beat some enemies, you might want to hide under a beam until you can jump up with a clear shot. This works best if the enemy has turned away from your location.

Learn the levels. If you can anticipate where your enemies are, you can act in time to minimize Hiro's damage.

Be careful when jumping. Jump too far and Hiro will get hurt.

Some walls can be blasted.

Scoring

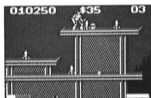
Points are awarded for defeating creatures of Havok. In general, the more difficult the enemy, the more points awarded. Also, Hiro receives bonus points for picking up special jewels on his quest. Earn enough points and you will qualify for the High Score list. To enter your initials in the list, press right or left on the joypad to select a letter space and up or down to select letters. When you have entered your initials, press A or B.



Screen 1



Screen 2



Screen 3



Screen 4



Screen 5



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